



BC/YK Elements Events 2014-2015

Revised: Effective January 1, 2015

Elements is all about taking risks, challenging your skills and cheering!

Yes, cheering for everyone matters. The club that is voted by the officials as the MOST SPORTSMANLIKE (not necessarily the biggest or loudest) cheering squad during the elements events will win a prize and best of all, bragging rights. Make sure you bring a club banner!**

This year there are **five** categories with four elements. Each skater will skate the first element before proceeding to the next element. For all categories, a ranking will be produced including point totals. Report cards will be provided. All categories will be judged on CPC.

- Groups sizes will be a maximum of 6 skaters. Groups will be sorted by competitive freeski category.
- Warm Up Times: Elements 1: three minutes. Elements 2, 3 & Open: four minutes.
- A Technical Panel will identify the executed elements and a panel of three judges, one of whom will be the Event Referee, will assign one GOE for each element performed. (consensus judging as per STAR events)
- If agreement cannot be reached on the GOE, the Referee's call will stand.
- When the skaters are beginning the 3rd element, the next group of 6 skaters can begin warming up in the warm-up area. For the higher levels, this may not be feasible if the whole ice is needed for warm up.

*** The process by which the most Sportsmanlike club is determined will be at the discretion of each region. For example, more than one prize may be awarded if it is not feasible to schedule all elements events together.*

The Technical Official will identify the element as performed and will invalidate an element if it is not according to requirements.

Examples:

- i. Requirement is a flying combination spin. Spin is identified as a change combination spin. This is an incorrect element. The element is invalidated.
- ii. Requirement is combination spin with all three positions...only 2 positions successfully executed. Spin is identified as a combination spin with 2 positions.
- iii. Requirement is jump combination consisting of one single and one double jump or two double jumps. The jump is identified as 1F+1T+C. Element is invalidated as the requirement of at least one double jump has not been met.
- iv. Skater steps out of or falls after first jump of jump combination: Technical Official will identify the element as 'First Jump' +C. GOE is -3

Element Criteria 2014-2015

INTRO ELEMENTS: Must be competing STAR 2 but no higher. All elements called to a maximum of base level.

1. 1F or 1Lz.
2. 1Lo+1Lo+C.
3. Camel or Sit Spin. No difficult variations, flying entry or change of foot.
4. Forward Spiral Sequence.

ELEMENTS 1 - Must be competing Star 3 or higher. All elements called to a maximum of base level.

1. 1A.
2. Choice of 1Lz+1T or 1Lz+1Lo combination or solo jump of 2S or 2T.
3. Combination Spin which includes all three basic positions; change of foot optional. No flying entry.
4. Any spin or jump element of skater's choice. May not repeat jumps or spin already performed. Jump combinations may not exceed 2 jumps.

ELEMENTS 2 - Must be competing Star 5 or higher; passed no higher than complete Senior Bronze Free Skate test; Levels called for spin elements.

1. Any double jump.
2. Jump Combination – single or double jumps; may not contain more than 2 jumps.
3. Combination Spin which includes all three basic positions; change of foot optional. Flying entry optional.
4. Any spin or jump element of skater's choice. May not repeat jumps or spin already performed. Jump combinations may not exceed 2 jumps.

ELEMENTS 3 - passed complete Junior Silver Free Skate test; levels called for spin elements. Not competing Pre-Novice or higher.

1. Any Double Jump
2. Jump Combination – must include two double jumps; no more than 2 jumps. No triple jumps permitted.
3. Spin in one position with change of foot. Flying entry permitted.
4. Any spin or jump element of skater's choice. May not repeat jumps or spin already performed. Jump combinations may not exceed three jumps.

OPEN ELEMENTS – passed any Free Skate test; levels called for spin elements.

1. 2Lz or 2A
2. Jump Combination – Any double or triple jumps; no more than 2 jumps. If triple jump attempted, second jump may be a single.
3. Spin of Choice.
4. Any spin or jump element of skater's choice. May not repeat jumps or spin already performed. Jump combinations may not exceed three jumps.